

RULES & REGULATIONS



NO RANDOM DEATHMATCH (RDM) – DON'T ATTACK OR KILL WITHOUT REASON



NO VEHICLE DEATHMATCH (VDM) – CARS AREN'T WEAPONS UNLESS IT MAKES SENSE



NO POWERGAMING – DON'T FORCE ACTIONS ON OTHERS WITHOUT GIVING THEM A CHANCE TO RESPOND.



NO METAGAMING – DON'T USE OOC INFO (DISCORD, STREAM, ETC.) TO GAIN AN ADVANTAGE.



FEARRRP APPLIES – VALUE YOUR CHARACTER'S LIFE; DON'T ACT INVINCIBLE WHEN AT GUNPOINT OR IN DANGER.



NEW LIFE RULE (NLR) – IF YOU DIE, YOU FORGET THE EVENTS THAT LED TO YOUR DEATH.



DRIVE SOMEWHAT REALISTICALLY – SPEEDING IS FINE, BUT CONSTANT 200MPH CRASHES WITH NO CONSEQUENCES ISN'T.



NO SUPERCAR SPAM – KEEP VEHICLES FITTING FOR THE SETTING, SANDY SHORES IS STRICTLY NO SUPERCARS



CAR CHASES – DON'T ENDLESSLY LOOP A AREA TO AVOID ARREST; ALLOW NATURAL OUTCOMES.



DON'T INSTANTLY RESPAWN – GIVE EMS A CHANCE TO ARRIVE.



PLAY INJURIES REALISTICALLY – IF SHOT IN THE LEG, DON'T SPRINT LIKE NOTHING HAPPENED.



RESPECT MEDICAL ROLEPLAY – DON'T TROLL PARAMEDICS WHILE THEY'RE TREATING PEOPLE.



STAY IN CHARACTER – KEEP OOC IN /OOC OR DISCORD.



GIVE OTHERS A CHANCE TO RP – DON'T RUSH EVERY SITUATION TO AN OUTCOME.



CHARACTER DEVELOPMENT – LET YOUR CHARACTER EVOLVE INSTEAD OF BEING A ONE-NOTE CHAOS MACHINE.



CONFLICT RESOLUTION – IF A SCENE GOES SIDeways, FINISH IT, THEN DISCUSS OOC IF NEEDED.
